Crazy Painter

Become a "Crazy Painter" and create a masterpiece

...if you can

A mischievous dog, snakes and poisonous turpentine buckets force changes in your painting. In higher skill levels, "paint eaters" start chewing up your work. Suddenly, everyone's a critic. Can you overcome them? And on top of it all, in the Exclusive Challenge Mode, you have to catch an army of runaway dogs. Crazy Painter is joystick compatible.

Object of game: To paint the screen white. Hit the <SPACE BAR> or joystick fire button to register full screen. A Bonus is awarded for a good paint job. Hit all you can in the Challenge stage before time reaches zero. Press <CLEAR><BREAK> to end game. Respond with <Q> to "How many players?" to return to DOS

How to control paint brush: UP: up arrow, A key, or up joystick; **DOWN:** down arrow, Z key, or down joystick; **RIGHT:** right arrow, P key, or right joystick; **LEFT:** left arrow, O key, or left joystick

Obstacles: DOG: worth 500 points if painted over. Must be stopped before crossing screen. **DOG with TURPENTINE BUCKET:** Be carefull not to touch. Will drop BUCKET while walking. **TURPENTINE BUCKET:** Loose one brush when hit while flashing (poisonous). Paint over it when not flashing. **PAINT BRUSH:** Move the brush to paint the screen. Press <SPACE BAR> when screen is full. **SNAKE:** watch out for snakes, they try to eat brushes. If it sees you, try to run it into a TURPENTINE BUCKET for 1000 points. **CRAZY PAINT EATER:** loves to eat your good paint job. Paint over them to stop them for 300 points.

Note: This disk boots up on a Model I, III, or 4 (in III mode). It transfers the file(s) to TRSDOS 2.3 or TRSDOS 1.3. If you are using LDOS, DOSPLUS, or other compatible DOS, just do a DIR and then COPY the file(s) over to a diskette formatted by your DOS. For NEWDOS80, first generate a TRSDOS disk, then use normal methods employed by NEWDOS for converting files from TRSDOS disks.